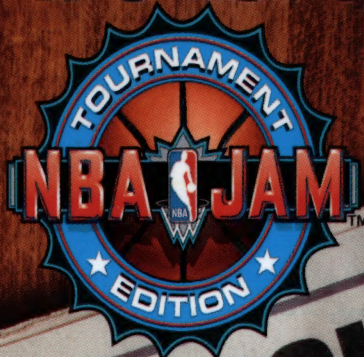


IT'S NOT JUST NEW.

IT'S  
NEWS.



**Sports**

Tuesday, February 8, 1994

**MIDWAY  
SCORES BIG  
WITH NEW  
NBA JAM  
TOURNAMENT  
EDITION!**



All the anticipation and rumor surrounding Midway's follow-up to their highly successful NBA JAM came to a climax today with the release of NBA JAM TOURNAMENT EDITION. Now the real fun begins.

NBA JAM TOURNAMENT EDITION available in Dedicated Video, Tournament Kit and a Standard Conversion Kit.

After all, experience veterans. After all, experience that's the secret power-ups special characters that keep coming back for more, and NBA JAM TOURNAMENT EDITION can't disappoint.

THE WORLDWIDE STANDARD OF QUALITY.

**TIME OUT**

May 1994



**SNK  
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**THE FUTURE IS NOW**

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Fax (310) 371-0969

SNK Corporation Japan  
18-8 Toyotsu-Cho  
Suita City, Osaka, Japan 564  
Phone 06-339-3311  
Fax 816-338-7175

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Page 1 of 1

Phone 333-1411, Fax 333-1410

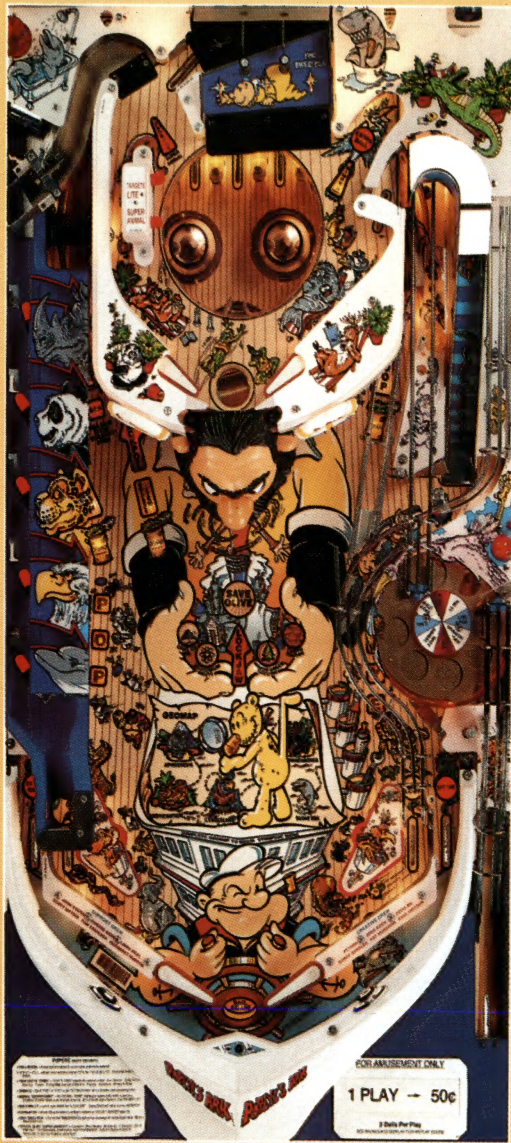
- MORE MOVES & POWER-UPS!
- MORE STATISTICS!
- MORE PLAYER CHARACTERISTICS!
- HALF-TIME SUBSTITUTIONS!

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Midway Manufacturing Company

A subsidiary of  
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(312) 267-2240 • Fax (312) 267-8435

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# POPEYE® SAVES THE EARTH

## SPECIFICATIONS:

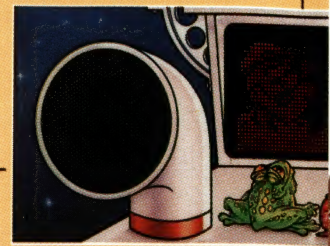
Height.....	76"	194 cm
Height with black box folded.....	56"	142.25 cm
Width.....	29"	73.5 cm
Depth.....	55"	139.5 cm
Weight (Crated).....	320 lbs.	144 kg
Weight (Uncrated).....	300 lbs.	135 kg

## A magnifisink new pinball from Bally.

**F**rom the deck of Popeye's Ark things look pretty grim. Bluto's companies - Earth Paving Co., Blutonium Waste, Nevergreen Logging and Spillco Oil - are wreaking havoc on the environment and endangering five species of wildlife. Olive has been kidnapped and Swee' Pea is lost in a maze of corridors.

To save the day Popeye must undo the damage of Bluto's companies in four exciting dot-mation missions; rescue the rhinoceros, zebra, panda, leopard, eagle and dolphin from extinction; battle the Sea Hag; help Swee' Pea out of the maze and compete in 2-, 3- and 4-ball multiball sequences. Only then can he release Olive in a hectic 6-ball multiball finale.

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.



# TURBO PROFITS!

## Once You Install Super Street Fighter II Turbo™, Accelerated Profits Begin In Minutes.

Now you can give your customers the faster speed they want and need, for profits that increase right along with it. Because Super Street Fighter II Turbo is far faster than Street Fighter II - you can even set the speed to increase the excitement!

## Your Customers Will Be Moved To Play Again and Again.

Players will find all the great features of the original and new moves that only happen using standard fighting techniques. With every character powered-up

from their predecessors and a new secret boss, players will be back day after day.

## Capcom's System II™ For Installation At Turbo Speed.

System II means you get Super Street Fighter II Turbo installed fast, easy and inexpensively. Once you're plugged into the system, changing software is as easy as snapping in a new board.

To order the Super Street Fighter II Turbo on System II, call your Capcom distributor or Capcom at (408) 774-0500. Do it fast to make sure your Turbo profits are a sure thing.

## System II™



CAPCOM

© 1994 CAPCOM. Super Street Fighter II Turbo is a registered trademark of CAPCOM. System II is a registered trademark of CAPCOM. Capcom is a registered trademark of Capcom Inc. 4700 Duxbury Parkway, San Jose, CA 95134. Q-SF002 is a registered trademark of Ataris Corporation.

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.



# CLASSIFIEDS

**SELL**

## PINBALLS

Addams Family	\$6000
Black Rose	\$3000
Gilligans Island	\$3000
Party Zone	\$3000
Bridge of Pinbot	\$3500
Dr Who	\$4000
Pinbot	\$1300

Ph (03) 352-9280 or 025 320-565

**SELL**

1 Cadillacs & Dinosaurs	\$1000
1 Eurochamp Soccer	\$800
1 Fuji Busters (STF type)	\$600
2 Guardian of the Hood	\$1000
3 Karate Tournament	\$800
1 NBA Jam	\$2750
1 Olympic Soccer 1992	\$800
1 Slam Masters	\$500
2 Street Fighter II	\$900
1 SFII:CE or Hyper	\$1200
3 Sunset Riders 4p	\$900
1 Tao-Taïdo (SF type 6 button)	\$600
1 US Navy/Carrier	\$500
1 Varth	\$1000
4 Vendetta (4p or 2 for \$1300)	\$800
5 Wrestlefest	\$200
1 Shadow Force	\$500

## NEO GEO CARTRIDGES

Andors Dunos	\$250
Art of Fighting	\$250
Baseball 20/20	\$250
Burning Fighter	\$250
Cyber Lip	\$250
Fatal Fury	\$250
Fatal Fury Special	\$250
Mutation Nation	\$400
Ninja Combat	\$250
Robo Army	\$250
Sengoku	\$250
Soccer Brawl	\$250
Super Baseball	\$250
3 Count Bout	\$250
World Heros 1	\$300
1 Single Slot Neo Geo	\$1240

Ph Maarten Boogert (09) 524-5773  
or (09) 525-0200

**SELL**

## ACCESSORIES

4 600 wide metal panels complet to suit	
lowboy 3 player	\$190
10 500 wide Chaston panels complete 2 player	\$120
10 500 wide Chaston panels complete 1 player	\$70
4 Simpo Universal 4p panels comp	\$350

## CABINETS & DEDICATED

26" grey simpo cabinets, NRI mechs excellent condition	\$1950
1 Dragons Lair II orig. ded cabinet NRI mech excellent condition	\$4000
1 Fishtales pinball, NRI mech excellent condition	\$5000
1 Terminator II gun game NRI mech excellent condition	\$4500
1 Sega Hologram NRI mech	\$5100
1 Sega Super Hango On NRI mech full rebuild excellent condition	\$4800

Ph (09) 524-5773 or (09) 525-0200

**SELL**

## PINBALLS

Black Knight	\$1500
Jokerz	\$2000
Dinner	\$2000
Space Shuttle	\$1500
Bride of Pinbot	\$3000
Dr Who	\$4000
Twilight Zone	\$5000

All pinballs fully reconditioned and in excellent order.

## PCBS

Warriors of Fate
Pollux
Snow Broz
Toki
Slam Masters
Splatter House
Gals Panic

## DEDICATED UNITS

Super Off Road
Beast Busters
Operation Thunderbolt
Hang On Senior
Galaxy Force (Deluxe)

A large number of second hand cabinets are available - price range from \$600 including cabinet and game

Ph (07) 346-3783

# CHARTS

## RePlay

### Pinballs

1. Williams 'Star Trek	49%
2. Williams 'Indiana Jones	42%
3. Midway 'Addams Family	81%
4. Data East 'Tommy'	18%
5. Gott.Prem 'Wipeout'	7%
6. D.East 'Tales/Crypt'	24%
7. Midway 'Twilight Zone	75%
8. Bally 'Popeye'	9%
9. Midway 'Creature/Lagoon'	36%
10. D.East 'Jurassic Park'	58%

### Dedicated Games

1. Midway 'Mortal Kombat 2'
2. Sega 'Virtua Fighter'
3. Konami 'Run & Gun'
4. Midway 'NBA Jam'
5. Konami 'Lethal Enforcers'

### Deluxe Videos

1. Namco 'Ridge Racers'
2. Namco 'Suzuka II 8 Hrs'
3. Namco 'Cybersled'
4. Sega 'Virtua Racing'
5. Namco 'Suzuka 8 Hrs'

### Conversion Games

1. Fabtek 'Raiden II'

2. SNK 'Samurai Shodown'
3. Kaneko 'Gal's Panic 2'
4. Capcom 'Super SFII'
5. Bundra 'Neck n' Neck'
6. Atari 'World Rally'
7. Capcom 'SFII:CE Turbo'
8. SNK 'Art of Fighting'



## TIMEZONE

### Dedicated Games

1. Namco 'Suzuka 8 Hours 2'
2. Namco 'Ridge Racer'
3. Midway 'Mortal Kombat 2'
4. Sega 'Outrunners'
5. Sega 'Alien 3'
6. Sega 'Virtua Fighter'
7. ALG 'The Last/Bounty Hunters'
8. Namco 'Lucky & Wild'
9. Sega 'Title Fight'
10. Sega 'Virtua Fighting'

### Pinballs

1. Williams 'Star Trek'
2. Williams 'Indiana Jones'
3. Bally 'Judge Dredd'
4. Bally 'Popeye'
5. Bally 'Twilight Zone'
6. Bally 'The Addams Family'
7. Williams 'Fish Tales'
8. Bally 'Creature/Lagoon'
9. Williams 'Dracula'
10. Williams 'Dr Who'



Data East or Gottlieb games not tested

## JAM

### Dedicated Games

1. Namco 'Ridge Racer'
2. Sega 'Virtua Fighter'
3. Sega 'Jurassic Park'
4. Namco 'Final Lap II'
5. Sega 'Soreike Kokorogy 2'
6. Taito 'Under Fire'
7. Sega 'Outrunners'
8. Namco 'Cyber Sled'
9. Jaleco 'Speed/Quiz'
10. Konami 'Lethal Enforcers'

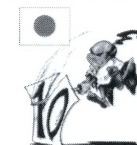
### Conversion Games

1. Sega 'Virtua Fighter'

2. Capcom 'Super SFII Turbo'
3. SNK 'Art of Fighting'
4. D.East 'Fighers History'
5. Taito 'Ray Force'

### Pinballs

1. Premier 'SFII'
2. Premier 'Super Mario Bros'
3. D.East 'Lethal Weapon 3'
4. D.East 'Rocky/Bullwinkler'
5. D.East 'Jurassic Park'



Japanese Charts

## HONG KONG MACHINES

### Conversion Games

1. Capcom 'Super SFII Turbo'
2. Namco 'Nebulus Ray'
3. Nova 'Ultimate Tennis'
4. Tecmo 'World Cup 94'
5. Raizing 'Sorcerer Striker'
6. Capcom 'Super SFII The New..'
7. Human Co 'Grand Striker'
8. Konami 'Metamorphic Force'
9. Face Co 'Nostradamus'
10. Seibu 'Raiden II'

### Dedicated Games

1. Namco 'Ridge Racer'
2. Namco 'Suzuka 8 Hrs II'
3. Sega 'Outrunner'
4. Konami 'Lethal Enforcers'
5. Sega 'Title Fight'





# NZ NEWS

The media has again printed articles on the "addiction" of children to video games with the Compulsive Gamblers Society being quoted as claiming that "an increasing number were spending up to 12 hours a day playing and it is not unusual for some to spend up to \$300 a week". As many of us know with current earnings on many sites not reaching \$300 a week it is clear that these claims are simply being framed in emotive claims and have little substance. One must assume that a society like this, working for the best interests of a group of dependent people must have some basis for some of their claims but certainly they have provided no evidence that this problem group relates in any way to our industry.

We reprint an article taken from the Christchurch Press where one local reporter actually went on site and spoke to some customers on page 13

*The consumer magazine "TZ" produced in Australia and with a great breakdown on new games, secret moves and information is due to be released in NZ next month. Local operators who would like a copy of this publication should contact their local agent. Cost is \$6 (including gst).*

## AUCKLAND

The Auckland City Council has embarked recently on an inspection tour of inner city locations. Any location with 5 or more games (pinball and video) is now deemed to be an Entertainment or Amusement Gallery and must therefore comply with the building code. The nature of the buildings activity is deemed to have changed due to the addition of these 5 units regardless of the actual square footage these units take up. Once you are so classified then public toilet and fire escape requirements apply as does an application fee of \$220 and an annual license fee of \$100.

The new "Star Trek" pinball is proving to be very popular and despite the fact that additional units were bought in to meet the greater than anticipated demand the unit is now fully sold out. Some additional units of "Judge Dredd" have been bought in and with the next model "Popeye" due now and the following model "Demolition Man" not due till June pinball operators will have some time in between new models.

"Judge Dredd" has proven to be very popular amongst the student population and will certainly receive a boost in income when the movie is released in NZ. Limited stocks of this unit are now again available.

Norbert Snicer from L&A in Australia is the acknowledge "pinball expert" and has been travelling around Australia for the last few years with his intensive "pinball machines" course. This two day course has been well received by many 100's of Australian operators and by a number of NZ operators who have made the trip across the ditch to attend.

Norbert is looking to come the NZ and give this course sometime this year (approx. cost for the two day course \$300-\$400). For those operators who seriously intend to stay in the pinball business this course is a "must attend".

Operators who are interested should fill in the brochure accompanying this magazine or contact their local agent.

# NZ NEWS

# CLASSIFIEDS

Sengoku	\$150
Burning Fight	\$150
Fatal Fury	\$150
Andros Dunos	\$150
Mutation Nation	\$150
Blues Journey	\$150
Cyber Lip	\$150
Baseball Stars	\$150
King of the Monsters	\$150
Thrash Rally	\$150
Art of Fighting	\$150
or any 8 for \$1000	
World Heroes	\$250

## PCBS

Pang	\$200
WWF & panel	\$80
Double Dragon	\$80
Dragon Ninja	\$80

all 3 for \$150

Phone 09 478-3560 or  
025 732 303

## SELL

## PCBS

Dozens to choose from, surplus to requirements. Priced from \$100. Will do deals on multiple purchases.

## Cabinets

Large no of various types of 20" cabinets in good cond. Any reasonable offers considered.

Ph (03) 352-9280 or 025 320-565

2 Block Block	\$300
1 Captain Commando	\$600
2 Cal 50	\$200
2 Crimefighters	\$600
2 Columns	\$500
2 Drift Out	\$750
1 Exciting Hour	\$150
1 Fighters History	\$750
1 Green Beret	\$200
2 Guardians of the Hood	\$450
2 Gundam	\$850
2 Gun Frontier	\$650
2 Gun Dealer	\$400
2 Hatris	\$400
2 Hot Shot Tennis	\$650
1 In The Hunt	\$950
1 Mid Night Resistance	\$350
2 Mah Jong Kit/Panel	\$800
2 Magic Sword	\$500
2 Olympic Soccer 92	\$900
1 Playerchoice 10 kit	\$450
2 Rim Rocking Basketball	\$750
1 Shogun Warriors	\$450
1 Slammasters	\$900
4 Spiderman	\$750
2 Strata Bowling	\$650
2 Sunset Riders	\$750
2 Tank Force	\$400
2 Turtles in Time	\$650
2 World Cup Soccer	\$500
2 WWF	\$400
2 World Cup 90	\$700

Ph (03) 338-1411





CIGARETTES

## ROTORUA

Our Rotorua agent Robert Briggs has been keeping in regular contact with his local Internal Affairs office regarding the new legislation. To date this office has had no guidelines or information as to game censorship and the comment was made that this was the case in other parts of the country as well. The Australian situation though with new legislation due to come into effect and potential big changes ahead warns us that we must keep a close watch on the situation in NZ.

## NEW PLYMOUTH

The addition of the Village Force multiplex complete with games area has certainly shown that the income is available as long as your equipment can be located in an area where people have an opportunity to play it. The combination of a good traffic flow, long hours and the basic attraction of our equipment is a formula that should be used by more operators as they establish new areas to place equipment.

A recent comment by an Australian operator about the success of placing a pinball into an old people's home supports this. The retired people who live there are certainly not the market but the many young staff who work long hours and staff the facility 24 hours a day are. New locations are just a thought away ...

## SOUTH ISLAND

- Pinball leagues are up and operating in Nelson and Blenheim and are proving to be a boon to both operator and locations.
- Tex Jones recently from Nelson has decided to leave his idyllic country life (located an hour away from Nelson in the middle of the wop-wops) and is now living in Wellington and flying across Cook Strait to do his service and collection work. Looks like pinballs make so much money that this provides the ideal situation. Still Wellington is a funny city to want to live in ...
- The new Time Out located in the Hoyts 8 multi-plex building opened at the end of April looking to take advantage of the traffic flows generated by the multi-plex over the May school holidays.

## WELLINGTON

The new Time Out located in Courtenay Place has been experiencing good traffic flows and earnings since it opened in late April. The addition of the new American Lasers game Drug Wars in a 50" cabinet has certainly proven to be a good move for owner Mike De Ruyter.

Lunar Park under the new ownership of Tony Focus is also rushing ahead with new equipment producing new customers and better profits. Certainly it is the top equipment that produces the top income.

Operator William Lanigar has recently moved his arcade "Time Warp" from Waipawa to Fielding. Good luck in your new location Bill.

## GISBOURNE

Good news from Cliff Blumfield with the local council rejecting the Police's case to reduce his hours. The council decision stated that "the council recognises the validity of the social problems referred to by the objectors but considers that they cannot be attributed directly to the applicants hours of operation," Cliff's application for renewal of his license was therefore approved.

AVAILABLE NOW



# POPEYE Shoves Off

**Newest Bally pinball is now shipping in US and there's more to come from Midway Manufacturing.**

He's strong to the finish 'cause he eats his spinach. That's Popeye the Sailor Man, hero of the seven seas and star of Midway's newest SuperPin adventure, Popeye Saves The Earth. As if the excitement generated by Popeye and the gang wasn't enough, Midway Manufacturing has also released an upgraded version of their hit video NBA Jam.

In Popeye Saves the Earth, the perennial cartoon favourite is pitted against archvillan Bluto, who is determined to wreck havoc on the and endanger five wildlife. The action takes place on a clever playfield that resembles a ship's deck. There's even a small upper deck that serves as a mini-duel flippers. Popeye's mission is to stop Bluto's destruction of the planet; rescue the endangered species on his ark; battle the



dread  
Sea Hag  
and save Swee  
'Pea. The old  
salt's spinach-  
enhanced reflexes  
are put to the test in 2, 3  
and 4 ball multiball  
sequences before he can rescue  
his beloved Olive Oyl in a 6  
ball multiball finale.

Each game begins with an  
industry first spinning wheel

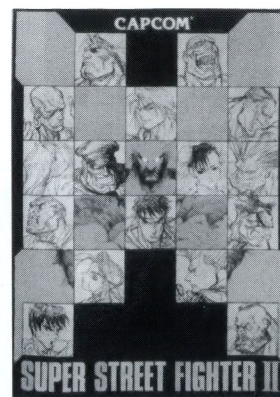
# GAME PREVIEWS

## SUPER STREET FIGHTER II TURBO

What more can be said about this series that hasn't been said? It's been a tremendous hit for Capcom, and served its operators well in the quest for yen-pounds-quarters-rupees-francs-what have you. You can still go into arcades in Japan where all the cabinets lining one wall are dedicated to the game.

Capcom has been assiduous in its efforts to fine tune the game, and their latest round of improvements can be seen in SUPER STREET FIGHTER II TURBO. The changes boil down to two factors. One, play action has been sped up just a bit. And two, attacking has taken on a new dimension with the Super Combo System. Here's how it works: each player has their own signature combination attack. Each time you use your combo attack, you gain power on a special "combo meter". When your meter reaches maximum, you get to unveil your Super Combo Attack. Some of the names of these attacks are pretty enigmatic. For the record: Dee Jay; Carnival Hook-Kick; Cammy; Spin Driver Smasher; Fei Long; Grand Blazing Flame Punch; T. Hawk; Double Typhoon; Bison; Knee Press Nightmare; Blanka; Grand Shave Roll; Sagat; tiger Genocide (hope it's not like it sounds); Vega; Rolling Inza Drop; Zangief;

final Atomic  
Buster; Chun-Li;  
Thousand Burst  
Kid; Ryu; Vacuum  
Hurricane Punch;  
Ken; Violent  
Dragon Punch;  
Dhalism; Yoga  
Inferno; Guile;  
Double Somersault  
Kick; E. Honda's  
Super Killer Head  
Ram and Balrog;  
Jackhammer Upper  
Cut.



## DAYTONA USA

Here it is, the hit of the AOU show in Japan this past February. It's none other than Sega's DAYTONA USA. This is the first game to feature the company's newest computer graphics board, the Model 2. In addition to the polygon-generated animation found on Model 1-based games (Virtua Fighter, Virtua Racing, Star Wars), you've also got the use of texture mapping. That is, the computer will map textures on the surface of those polygons to give the images they compose more of a feeling of volume and depth. Daytona USA is an example of what happens when game companies get together with other ones like Martin Marietta - who provide the texture mapping know-how - to make a video game.

And on to the game. The cabinet itself features a 50" monitor to let you absorb the graphics and the action. Players can choose between a car with a four-speed manual or automatic transmission. As with Virtua Racing, they can select from one of four different viewpoints, ranging from in the cockpit to helicoptering above the action. There are three different courses to choose from: easy, intermediate, and difficult. Operators will be able to link together up to eight units for a full-scale race. If a player races alone, they compete in a 40-car race. It's easy to not finish last, if you're reasonably adept at racing games, but not so easy to finish first. And all of it in 50" of three-dimensional graphics.



**SPECIALS**

# SUPER FLIPPER LINK

**\$1.20**

each

Always have a spare

**\$4**

each

## FLIPPER COMBO BLACK

**Most Flippers End  
with a Crack in a  
Paddle**

**\$15**

each

**Strong and  
Reliable**

## PCB HOLDER

**\$840**

each

*Loom Cassette and Mylar Extra*

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OR UNTIL STOCKS LAST**

skill shot. The ball can then travel up the animal ramp, through the round-house loop or up the escalator for upper deck play. Among Popeye Saves the Earth's eye-catching graphics are many of the wacky characters familiar to generations, including a light up

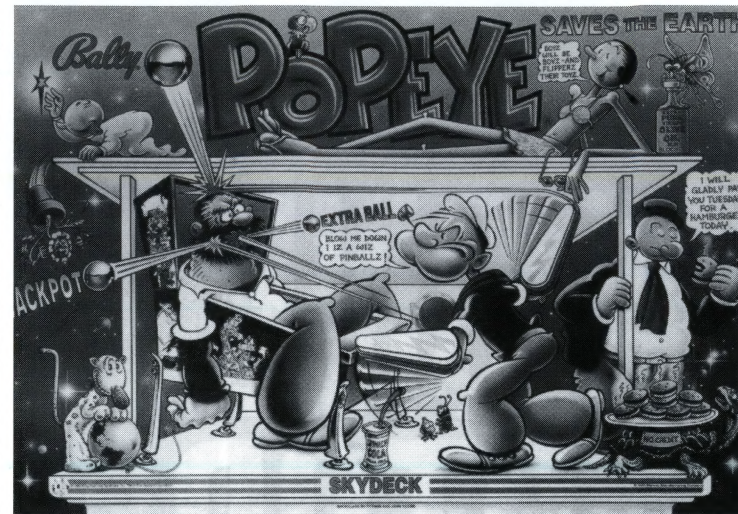
3D plastic figure of big, bad Bluto himself.

Accompanying this visual riot is Midway's DCS sound system, which delivers crisp sound effects and dialogue taken directly from the world-famous cartoon.

Popeye Saves the Earth is now in stock as is Midway's much-anticipated follow-up to NBA Jam. Fans knew it was only

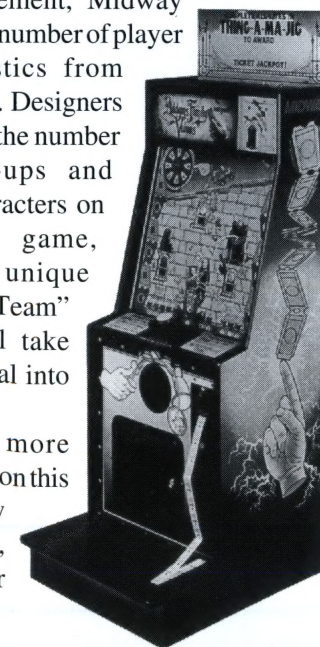
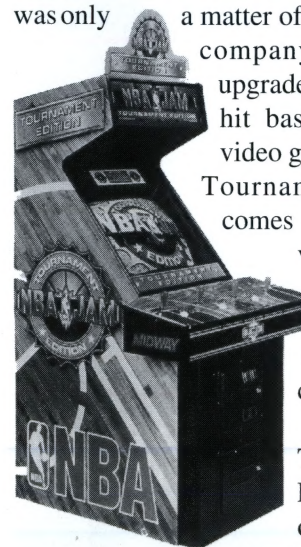
a matter of time before the company released an upgraded version of the hit basketball-themed video game. NBA Jam Tournament Edition comes as a dedicated video, a Tournament kit or a standard conversion kit.

NBA Jam Tournament Edition now has over 25% of the NBA on its roster,



giving players at least three NBA players to pick and choose from (and with a special move, up to five). The new game also allows for half-time substitution, "injured" statistics and the ability to have teams play themselves. To add even more excitement, Midway doubled the number of player characteristics from four to eight. Designers also tripled the number of power-ups and special characters on their new game, while the unique "Superstar Team" feature will take player appeal into overtime.

For more information on this trio of new titles, contact your local agent.





## FAMILY TRUSTS IN NEW ZEALAND

17 April 1994

My current hobby horse is Family Trusts.

From a legal and a taxation point of view, and in very simple terms a person, a company, and a trust are all separate legal entities ie. they have their own existence independently of anything else.

A person needs no comment. There may be many descriptions that apply to somebody, but a person is still a legal entity.

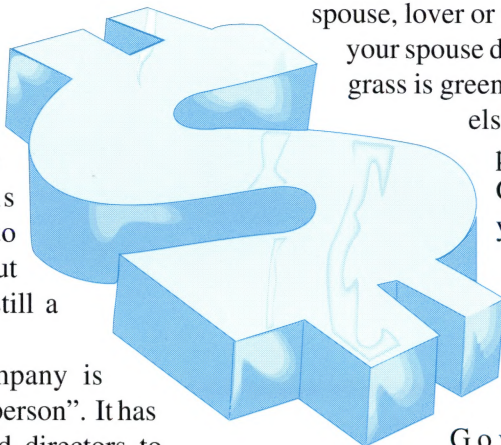
A company is treated as a "person". It has a capital, and directors to determine what it will do, but, from a legal and taxation point of view, it is of the same form as a person. A person can make an agreement so can a company. A person can own

property, so can a company. A person can become bankrupt, so can a company, with no effect on the company's owners, as it is separate from them.

A trust is another form of entity like a person or a company. It can make agreements, own property and so on in its own right. It is from here that the devious mind should start planning. A trust is a means of owning property for your benefit, but in such a manner that the property is protected from creditors (people you owe money to), your spouse, lover or mistress when

your spouse decides that the grass is greener in someone else's bed, and, probably the Government if you finish your days on this planet in a geriatric home, funded by the Government.

Before death duty was abolished, a trust was also a means of protecting your estate from death duty, and would be so again if some form of asset tax was introduced. There are also small taxation benefits in transferring income earning assets to a trust. These benefits were much greater



**SPECIALS**

**\$2 COIN MECHS**

**\$40** each

Part No. 103121A

NEW 25" MODEL NOW AVAILABLE  
Refer to Customer Testimonials on the opposite page

**\$690** each

**KORTEK MONITOR**

**Ashio-Seko Controls**  
complete with microswitch

**CONTROLS**  
**\$9 EACH**

**SUZO CONTROL**  
With Fire Button  
A Crazy Give Away  
Price of

**\$25** each

**OFFER AVAILABLE UNTIL 7TH MAY 1994  
OR UNTIL STOCKS LAST**



# WORLD JOURNAL

## EVENT CALENDAR

1994

### APRIL 29 - MAY 1 COMPLETE

#### AMUSEMENT SHOW

Darling Harbour  
Sydney, Australia  
TEL: 612-559-1498

### MAY 5-7 AMUSEMENT & LEISURE TRADE SHOW

Palace, Prague  
Czech Republic  
Contact: Eurotrade Exhibitions  
TEL: 44-905-61-3256  
FAX: 44-905-72-4768

### JUNE 2-4

#### WAMO

Racine Marriot  
Racine, Wisconsin, USA  
Contact: WAMO  
TEL: 1-414-529-4704

### JUNE 8-13

#### EXPO-DIVERSIONES '94

Expo Guadalajara  
Guadalajara, Jalisco, Mexico  
Contact: AIFAD S.A. de C.V.  
TEL: 52-3-614-30-15  
FAX: 52-3-647-88-39

### JUNE 9-10

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1994

before Roger Douglas tidied up the tax scene.

### Considering the family angle only

In this day of temporary marriages and the Matrimonial Property Act, it appears that the best way to protect one's assets is to place them in a family trust. This has two immediate benefits. It transfers the ownership of the assets from yourself, so they are probably not available for distribution under the Matrimonial Property Act, and could also allow your children to benefit from the possession of the assets and at the same time protect those assets from any claim by future partners of your children under the Matrimonial Property Act, (or your children's creditors).

To spell it out, in simple terms, you (and your wife) transfer a block of flats to a family trust the beneficiaries of which are yourself (and your wife) and your

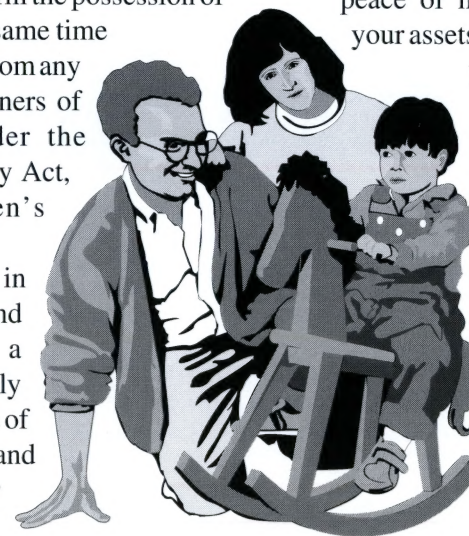
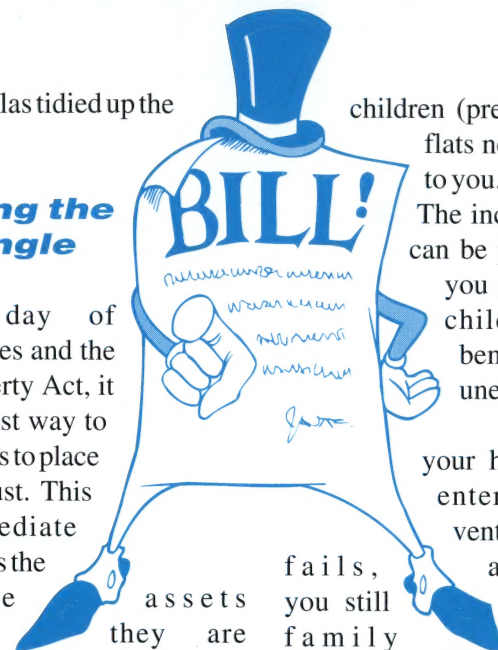
children (present or future). The flats now, no longer, belong to you. They are NOT yours. The income and tax liability can be put wherever it suits, you yourself, one of your children, or all the beneficiaries equally or unequally.

You may transfer your house and car before entering a speculative venture. The speculation

fails, and you are bankrupt you still have your house and family car. There is a downside. Once you transfer the assets you lose some control over them but this could be well outweighed by the peace of mind of knowing that your assets are secure for you and your children's benefit.

Articles like this are of a general nature only, and any action taken should be after reference to appropriately qualified professional advisers.

Michael Stringer  
Accountant



### "Ask about our Finance options"

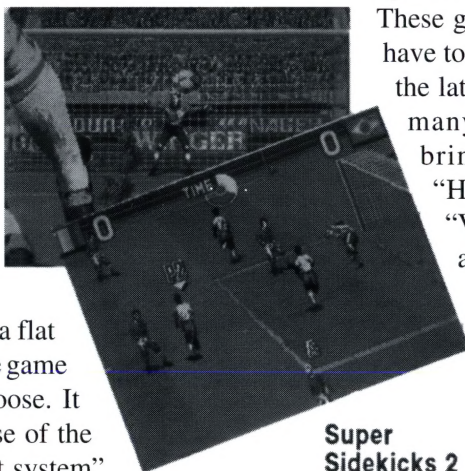
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One area of operation that has continued to improve over the years has been the operation of the Neo-Geo system from SNK. Originally released some years ago in a dedicated six slot format and with a promise that some operators frankly refused to believe; SNK have kept to their word and have continued to release a strong range of games to support their system.

The release of the four slot and two slot system while improving the penetration of Neo-Geo still had the drawback that the game pcb really needed to be placed on a flat surface to insure that the game cassettes did not work loose. It was not until the release of the wall mounted "one-slot system" that Neo-Geo really became the answer to every operators most consistent prayer - a top quality system at an affordable price with low cost games being produced over the long term.

After the release of the one-slot system and with top games released that lasted as long as any regular pcb based game (and in many cases a lot longer)



**Super Sidekicks 2**

operators decided to try at least one game and from then on they were hooked. Once the system was tried and proven to be a winner then operators took advantage of low priced new game releases and even lower priced older games (we regularly swap games with operators for \$100) and insured that locations received regular updates and game changes. These game changes did not have to provide the site with the latest Neo-Geo hit. As many of you realise; bringing out an old "Hyper-Olympics" or "Vulgus" can produce as much revenue at your locations as a new so called top hit and this is also the case with Neo-Geo. Often when you bring in a new Neo-Geo game to a site the change is enough and certainly this is the system to make changes easy.

Some operators consistently order one or two of each new game and put these new games on to their best locations. These games pay for themselves in an average of eight weeks at which time they are rotated

# FUN EXPO '94

## BETS ON LAS VEGAS

With the metamorphosis of Las Vegas "from Sin City to family-oriented destination" according to the Los Angeles Times, the family entertainment industry prepares to hit the Strip as the fourth annual Fun Expo (The International Family Fun Centre & Miniature Golf Show) rolls into the Las Vegas Convention Centre, October 2-4, 1994. The only show focused exclusively on the development, operation and promotion of family entertainment centres, Fun Expo full find itself in the midst of such brand-new billion-dollar properties as Treasure Island, Luxor and the MGM Grand, towering evidence that Las Vegas is willing to gamble on the lucrative family market.

Over 500 exhibitor booths will greet an estimated 5,000 buyers expected to attend this year's Fun Expo. Among the major manufacturers exhibiting will be amusement Source, Baytek, Betson, Bob's Space Racers, Doyle International, GaMCO, Pacer Manufacturing, Pentes, Pepsi, Wisdom Industry and Zamperla. The wide range of products and services will meet the needs of an equally diverse group of buyers - attendees from such industries as miniature golf, bowling, skating, batting cages, go-kart tracks, military recreation centres, campgrounds, shopping centres, casinos and resorts - all with the common thread of family entertainment dollars representing a significant portion of their bottom line.

"We expect 25% more exhibitors this year, resulting in more diverse product representation in more diverse product representation than ever before," said Fun Expo show manager Bailey Beeken. "That's important because the fun centre industry represents a yearly expenditure of nearly \$400 million, and growing, on amusement-related products. With that kind of money at stake, we'd like to make the buying process as easy and informed as possible."

Recently named the official show of IFECA (The International Family Entertainment Centre Association), Fun Expo has similarly received the endorsement of attendees and exhibitors alike. Of last year's show, David Brown of M & J's Family Fun Park in South Carolina said, "We were able to talk

with suppliers about products and services, and to compare ideas and problems with others in the fun business ... I found out more in three days than I'd learned in 1 1/2 years of operation." Similar sentiments came from Pete Crumb of Kartworld FKL GoKarts, who found that a "terrific exchange of thoughts and ideas carried over from the show floor to the dinner table between myself and three new customers from Nebraska, Alabama and North Carolina."

Ronald Linden of Vega Capital Corp., a 25 year old small business investment company, accords equal praise upon Fun Expo's evolving seminar program. "The excitement generated at the seminars surpassed my expectation," said Linden, "even considering the explosive growth of the family entertainment industry." This year's slate of seminars - sponsored by Amusement Business, Bowling Industry Magazine, National Real Estate Investor, Playmeter Magazine, Shopping Centre World and What's New for Family Fun Centres - will offer more choices than ever before. Fun Expo's multitiered conference program will include additional roundtable workshops tailored to video game operators, bowling centres, skating rinks, small amusement parks and other environments.

Of course, the spirit of Las Vegas will pervade Fun Expo 94 with exclusive tours of exciting new "Vegas-style" family entertainment facilities, a live entertainment area featuring family entertainment performers over the entire three days, and a keynote speaker who will address the triumph of Las Vegas in catering to the family market.

Show manager Bailey Beeken feels that Las Vegas will prove an exhilarating and encouraging environment for Fun Expo 94. "Entrepreneur Magazine recently named family entertainment centres a Top Ten hot business for 1994, and Las Vegas already seems to be savvy to that trend," notes Beeken, "With Las Vegas positioning itself as the new mecca for family entertainment, fun centre owners and operators will have a chance to gain a first-hand look at this traditionally adult-oriented city in transformation."



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# JUDGE DREDD



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out of that location and on to the next best and so on down the chain. This means that each location will get a new game as a minimum every eight weeks and quite often more regularly.



*The site owner is happy.*

*The customers are very happy.*

*The income is improved.*

*The workload is reduced (compared to having to move traditional games around).*

The operator is the winner as he is able to:

- 1) Minimise his expenditure on new games.
- 2) Maximise his revenue.
- 3) Keep his sites on a lower commission rate due to the changes they get and the higher weekly return.

Neo-Geo and SNK started with a concept and a promise and the success of the system holds testimony to the fact that some of the manufacturers have a better crystal ball than many operators.

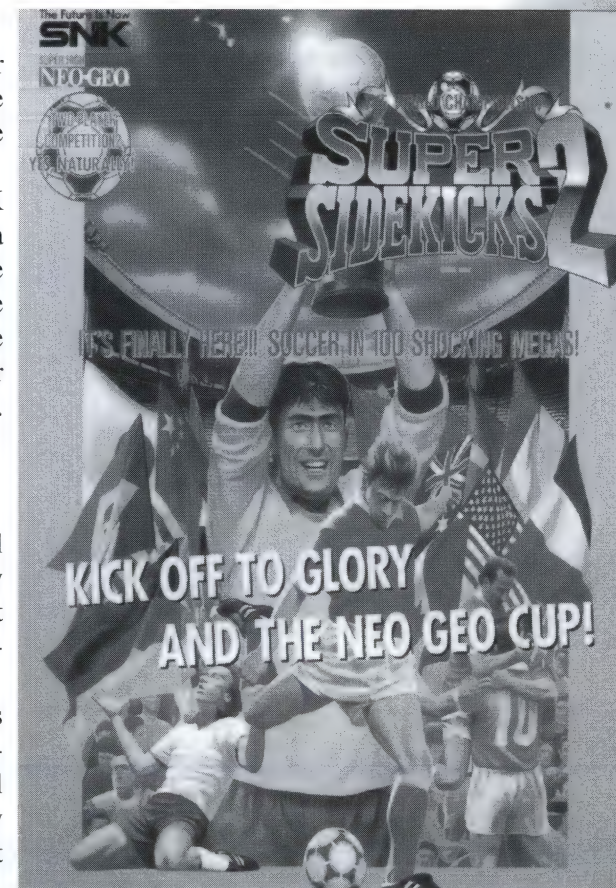
*This system works.*

*The games work.*

*The returns are there.*

With May school holidays almost on us surely this is the time to look at increasing your number of Neo-Geo games.

And to help your in this area we are offering, a "Neo-Geo One Slot PCB" at a special price of \$840 + gst for May only. An ideal time - a great price.



**TIME OUT**

**TIME OUT**

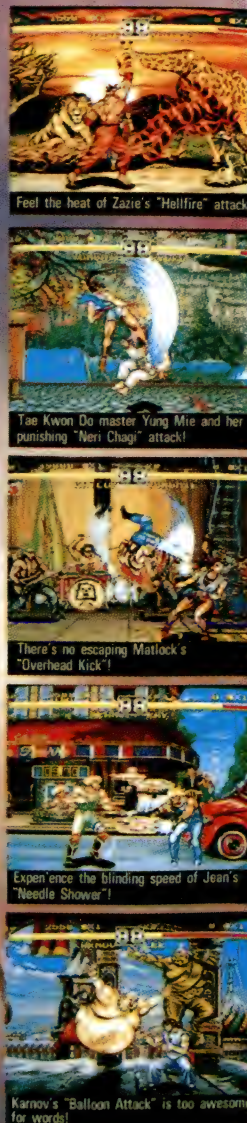


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13 fighters to choose from! Don't be fooled by appearances,  
each fighter has a terrifying array of maneuvers!



## HOW TO USE PAGE 3

Many operators regularly face the dilemma of what new games to buy. Spending \$5000 for a dedicated video that turns out to bomb can be a disastrous investment. There are a number of indicators that can be used to judge the potential popularity of a new game before purchasing it, such as the opinion of yourself and/or other operators, initial reviews of players and distributor recommendation. Unfortunately, few of these prove to be very accurate and could result in the purchase of a "white elephant". I know of some operators who didn't buy Street Fighter II for at least six months because they didn't like it and thought it was just another fighting game.

As a result, I chose to put my father's investment in my college education to work and use a more scientific method. I chose the Pearson r Correlation Coefficient. This is a fancy name for a statistic that shows a relationship between two variables. In this case, I chose to see if there was any relationship between a pinball/video game's initial ratings in RePlay's "Players Choice" and the number of months the game staying in the top ten of its category.

I took the average of the first two months as opposed to just the first month's rating since there could be an initial knee-jerk reaction to a game. Street Fighter II pinball is such an example, since it had an initial high rating, but only spent three months in the top ten list.

The Pearson r can obtain a value between -1 to 1. The closer to 1 the better the correlation. In layman's terms, the higher the value of the "coefficient", the longer the game will stay on the top ten list and the greater will be the operator's return on investment (profit).

The results were interesting.

For pinballs, the coefficient was a .815, a very high relationship between how successful a pinball will be and initial RePlay ratings. More analysis by statistical methods yielded the following: if a pinball game had an average of 9.0 or better for the first two months, it spent an average of 17 months on the top ten list. Pinballs that fell in this category were: The Simpsons, Funhouse, The Machine, Terminator 2, Getaway,

Addams Family, Star Wars and The Twilight Zone. All of these pins were good investments. A number of operators commented that The Simpsons could have done even better if the balls didn't get caught in a number of places and halt game play.

Pins that had an initial rating between 8.5-8.9 stayed in the top ten for an average of nine months. Games that had initial ratings of 8.0-8.4 spent an average of six months in the top ten. Pins with lower ratings rarely spent more than six months on the top ten list.

Dedicated and kit games showed no significant difference and were analyzed together. The coefficient for both was .67, lower but still meaningful. Video games that had a rating of 9.0 or greater in the first two months on RePlay's "Players Choice" stayed for an average of 13 months in the top ten. These included such notables as Street Fighter II, Space Gun, Terminator 2, Wrestlefest, NBA Jam and Mortal Kombat. Games with an initial rating of 8.5-8.9 stayed for an average of six months on the top ten list as well as did games with an initial average of 8.0-8.4.

Even though the coefficient for video games was only .67 as compared to .815 for pinballs, it still shows a strong relationship between initial scoring and popularity length. The significant difference in video games that accounts for the lower correlation could be accounted for by a number of games that initially scored high, (possibly because of a new or improved technology) but failed to maintain their popularity over time (easy to master or repetitive play). Games that fell into this category were Relief Pitcher, Robo Army, Growl, Captain Comando and Time Traveler. These games scored between 8.0-8.6.

It should be noted that the above analysis is by no means conclusive. Game profitability can differ from location to location and from one geographical area to the next. However, in economic terms, it is a good "signal" of a game's earning potential and can take some of the guesswork out of a large investment.



superior technology under the name Daytona. By no means has the Model 1 CBG been unsuccessful in the games field as products such as Virtua Racing and Virtua Fighting proving what can be created with polygon graphics.

The competition is stiff. Namco has created spectacular products using its polygon technology while others have been finding their feet. Its next release, Ridge Racer, uses both advanced texture mapping as well as fast and detailed polygon modelling. This game is the closest yet to what has only been achieved by larger commercial IG companies. In comparison with Hard Drivin' released in 1989, Ridge Racer includes more realistic vehicle controls and powerful simulation.

An important factor to remember when surrounded by all this new technology is that this is only a form of graphical representation, the gameplay is still important. The recent popularity of Sega's Virtua Fighting using the older Model 1 CGB prove that a good game will always beat "flash" technology if it is poorly applied.

Namco is aware of its limited experience in this field and, like Sega, has linked itself with a manufacturer in the commercial application of 3D IG systems. Evans and Sutherland, a leader in the field of creating IG systems for NASA, Boeing and airlines around the world is assisting Namco in establishing systems for the amusement industry.

But what of the future of CGB systems?

Namco and Sega are soon to be joined by Nintendo which will herald its return to the amusement market with a CGB-based system from Silicon Graphics Inc., a computer image system developer more famous for its work in feature films such as Jurassic Park and Terminator 2.

While the amusement industry rushes to the application of CGB graphics to gaming, the commercial IG industry is going through a revolution of its own. The giants of the industry are finding it hard to diversify into other applications of their technology and are feeling the heat from determined competition.

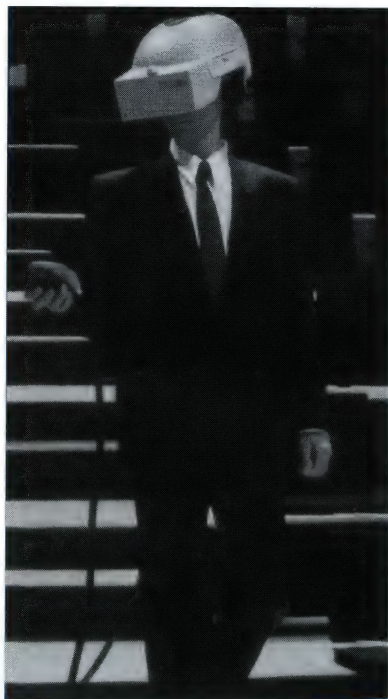
Ex-military IG manufacturers are more familiar with manufacturing expensive and bulky systems that cost millions of dollars to create and

are built more as one-offs rather than mass-produced. Smaller manufacturers of IG originally created systems for Computer Aided Design (CAD) and powerful workstation applications are finding it easier to adapt to the requirements of video amusement and are able to build smaller, faster and cheaper CGB to stunning effect.

Companies such as Silicon Graphics and Division Group and already advanced computer graphics developers moving towards CGB application of their technological lead. These companies see their future in the wider application of IG techniques currently used in laboratories or design studios.

Video amusement manufacturers will find themselves taking a back seat in the origination of the technology applied to their CGBs as experts in the field take over and they will be required for game design only. As these and other IG companies create more advance systems, the hope is that the dreams of photographic quality interactive images within a cyber-gaming environment will be achieved.

Remember you saw it here first!



# GAMBLING

## CHILD GAMBLING CLAIMS 'FAR FETCHED'

*Courtesy Christchurch Press.*

Regular players of video games have rubbish claims by the Compulsive Gamblers' Society that children spend up to \$300 a week on video games.

They say this is far-fetched and unrealistic.

Clint Phillips, aged 17, of Hornby, and Mark Griffiths, aged 20, were responding yesterday to comments made in The Press on Saturday. The society said some children were so addicted to playing video games they spent \$300 a week, some of the money obtained from committing crimes. The society also criticised video game centres as being irresponsible in allowing young children to become addicted.

The Press found regular players were usually aged in their late teens to early 20s. At this age they had played video games long enough to gain enough proficiency to make a little money go a long way.

Clint said he had played video games since he was 11 and had mastered it to the point that he spent, at most, about \$5 a day. That someone would spend \$300 a week was unrealistic. He was one of the two regular players The Press talked to in the Wizards Entertainment Centre.

Clint admitted he had been addicted to playing the video games when he was younger - spending many hours in the entertainment centres - but then grew out of it.

"As you get older you grow

out of it because you start playing other sports," Clint said. He played rugby, rugby league, and basketball, and spent only about four hours a week at Wizards for just "a little fun."

Mark said he averaged about three hours a day playing the video games and probably spent about \$10 in that time.

Knowing most regular players at Wizards, he could not imagine anyone getting so addicted that they could spend \$300.

"It is just to far-fetched, and if you spend such long hours playing the machines you must become good enough not to lose that much. I can spend 40c on the game Streetfighter and can probably play it for half an hour - no trouble," Mark said.

He did not consider himself an addict. He started work early in the morning and finished about 4pm, so he played the machines to "fill up time" between finishing work and tea, he said.

Most entertainment centres were run responsibly, with any uniformed school students being kicked out, a long with loiterers and trouble-makers, he said.

He had seen children who asked others for money being told to leave.

"It is sad, because stories like this (about addicted children) makes these places out as dives full of riff-raff when they're not. There are a lot of families that come through here as well.

"You are never hassled, and it is just fun," Mark said.



# MORTAL KOMBAT

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## MORTAL KOMBAT HAS FINALLY MET ITS MATCH.

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their development teams working on sprites and the expertise required to develop polygon graphics was too great. A way was needed that would kick-start their development of polygon games before other manufacturers left them behind.

Namco was the first of the larger dedicated machine manufacturers (Sega, Taito, Jaleco) to establish an R&D project that showed the first polygon graphics games with

increased the power of their machines to display more sprites and create better visual representations. The creation of a larger palette on which to paint the sprite has led to a link between computer animation techniques and animated video entertainment, especially in Japan where styles are often taken from Japanese culture. This has led to the market being fed a form of graphical representation that bears a direct synergy to Japanese comic books and animated cartoons popular in their home market.

Manga is the work used to describe the style of violent artwork employed in these comics, animation and games and was not well known until the arrival of Anime, a Japanese animated video that has been translated into English and which includes some of the most famous creations of Japan's largest studios.

Watching Manga video releases such as Crying Freedom or Doomed Megalopolis one can see the mixture of the hard-hitting narrative with comic book style landscape and fairly adult graphical violence. It has been noted that the recently launched Capcom's Super Street Fighter II has heavier Manga undertones and seems to point to a mix of Anime and amusement.

The limitations of sprites can still not be overcome by throwing better graphical styles or more memory at the problem and, applied to driving or flying games, a first person perception is still far better. Since 1990 Japanese amusement manufacturers have realised that the gap between

Winning Run. Namco's ability to run with the ball has been put down to the original links it had with Atari and the cross-fertilisation that undoubtedly took place.

Sega followed by developing its Model 1 CGB (Computer Graphics Board) which offered promise in the games field but, when compared to the commercial IG equivalent, still lacked the tools needed to create virtual environments. At this stage, however, simulation systems were creating much more detailed models with higher polygon rates and using the revolutionary "texture mapping" feature.

Texture mapping can best be described as having the ability to plaster a computer-generated or photographically scanned image onto a polygon model which would show much more detail and therefore a higher level of realism to the players.

The early IGs created by the Japanese amusement developers lacked any techniques and were confronted with the realisation that lacking this expertise would mean that they would not be able to advance their image generation abilities and would eventually be left behind.

Many manufacturers signed agreements with IG specialists to supply information for amusement applications. Sega has worked with Martin Marietta to add texture map facilities to its original Model 1 CGB and push the ability to draw faster models that offer radically improved images.

To this end the Model 2 CGB was created, soon to be released with its first game using

TIME OUT

TIME OUT



# THE CHANGING IMAGE

Coutesy Euroslot

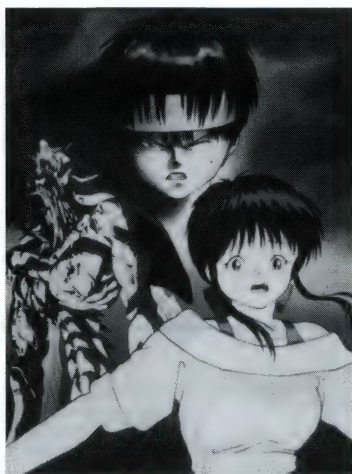
The Japanese amusement industry, up until the last few years, had dominated every facet of new technology application with respect to video amusement gaming. The technique they employed to represent the action on-screen was second to none and seemed to know no bounds. But in 1989 all this changed.

The American arcade manufacturer Atari Games launched a product that used a technique to create a computer model of the world that did not use any of the more familiar methods. The company presented the image in a way to the players that made them feel in control of their actions within the gaming environment. This technique used in simulation which used 3D computer graphics called polygon graphics.

To understand this new technology one has to understand the way in which the industry normally creates its graphics. This was achieved using sprites (animated objects moved around the screen) which, depending on their size and number, could represent any object required for a game, be it an enemy space ship or a player's character.

Similar to cartoon animation, this technology lends itself to creating certain images, but is restricted from being too adventurous. Most games created from sprites offer only side-on or plan views of the game arena and the action is always highly orchestrated to avoid having to stretch the limited memory available to display a given number of images.

This "second person presentation" (looking through the eyes of a spectator) was therefore no good for racing or flying games as sprite graphics were unable to store all conceivable views. A more direct "first person presentation" was needed.



The military/aerospace industry has for many years been supplying graphics to their customers that allow fighter pilots to believe that they are flying a real plane or police officers to participate in simulated car chases around virtual cities.

The simulation industry has successfully combined mathematics and expensive hardware to create all kinds of virtual environments. The IG builds complicated models within its memory constructed from polygons; the more polygons, the more complicated the image. The IG allows the model to be displayed and constantly altered depending on how the observer is travelling around the computer generated world.

Atari Games took a basic form of this technology and created Hard Drivin', a new type of racing game that used virtual driving controls and a realism unlike anything previous.

Before Hard Drivin' racing games were flat and two-dimensional and the player was forced into pre-set play. Polygon graphics allowed programmers to create three-dimensional objects and the world, or playscape, made play feel less restricted.

In the face of this US success the Japanese manufacturers were reluctant to learn a completely alien technology to create games. Instead they attempted to add realism to the images they were already creating using sprites by adding digitised pictures and the results can be seen in Konami's Lethal Enforcer and Midway's Mortal Kombat. This technique of using digitised sprites, called Rotoscoping, has led to the interaction of actors, actual objects or computer rendered objects in the playscape.

Other manufacturers have

# VIDEO GAME FANS

## What do video-game fans do when they grown up?

Orange Country (California) - When John Tobias was 12, he was playing Defender and Robotron, in a cruder era for the video-game industry.

At 24, he's one of the main designers of the most popular video-game franchise in the United States: Mortal Kombat and Mortal Kombat II.

Tobias and partner Ed Boon, 29, were the main forces behind Mortal Kombat, a game they put together in 10 months in 1991-92 and which remains the top-rated video arcade game in the United States, according to Video Games and Computer Entertainment magazine.

From their offices at Bally's Midway Entertainment in Chicago, Boon and Tobias tackle what both say is their dream: programming the best incarnations of the games they played as kids.

Their latest accomplishment, Mortal Kombat II, has earned an estimated \$US100 million (\$NZ173 million) for Midway, according to the magazine.

Boon says he was floored.

"The game got way more play than any of us anticipated," he said. "It was incredible."

In 1991, Tobias, who draws most of the game's graphics, and Boon, who programs much of the game, were given an almost impossible task by Midway: Come up with a combat game for release within a year.

Although both say the company just wanted to get out a new game in a certain time frame, Midway officials may have been motivated by Streetfighter, a popular combat game from the Japanese firm Capcom that had just been introduced.

## REALISTIC GRAPHICS

Tobias recruited martial-artist friends, who came to Midway's video studio to film fighting moves in costume. The images were then transferred frame by frame into a computer, making for extremely realistic graphics.

Recordings of Boon and Tobias grunting and yelling were added for sound, helping to make Mortal Kombat the most realistic video game ever. The game was ready for test play in five months.

"It opened a million doors for what can be done," Boon said of the digitised graphics.

Tobias says he was trying to make the best martial-arts game ever, the climax of the games he

played as a kid.

"Karate Champ (1984) had really crude graphics," Tobias said of one of his early favourites. "But it was the first one that incorporated that whole martial arts theme."

"Especially now with advanced graphics, you're able to put people into an environment."

## HIDDEN MOVES

Much of the game's appeal also came from hidden moves and characters

Tobias and Boon added. The two admit to being swamped with letters and calls asking for gaming secrets, moves they keep well hidden.

"They get really mad when you won't tell them," Boon said, but he adds that many of the secrets already have been figured out.

Boon and Tobias have updated the game three times since it was released in October. The current version, 3.1, was made in January. Each update is only a matter of changing the main chip inside the games, but it brings even the most experienced players back for more tricks. Tobias says some hidden opponents and moves in the latest version haven't been found.

As for the controversy over the game's content, Bally's Midway has a "no comment" on the subject, a policy to which Tobias and Boon adhere.

Betty Hallock, a writer for Video Games and Computer Entertainment, says the Beverly Hills based publication is devoting up to 20 pages in five issues to secrets on Kombat II.

"Players want to know all the moves," said Hallock, 23. "Especially the fatality moves."

Even when Boon and Tobias visit arcades to watch kids playing their creations, they're careful.

"We try not to ever do secret moves," Boon says. "They're always looking at your hands."

## CONSTANT NEWNESS

Tobias says much of the interest in the game's cast of characters, which includes fighters based on many famous kung fu artists, stems from the constant newness of the game. With the chance to play any of 12 characters, fans who learn one fighter's moves have 11 others to learn. The chance to play a friend also keeps the game fresh.

"Playing a human opponent, there's never a set path," Tobias says. "There's an endless string of combos and an ongoing discovery process."





## SPAIN

The AAG (Anti-Counterfeiting Spanish police in an exercise which DiNunno/Revs at Sabadell, near by Capcom, SNK and Data East alleging the sales of illegal copies of copyrighted video games. The police seized documents and counterfeit boards. The evidence is being reviewed to see if criminal charges should be filed.

The AAG is backed by 12 Japanese video game manufacturers and has been active in Italy and Spain since May of last year and investigations continue.

## ITALY

Counterfeit PCBs have been seized from the premises of Italian distributors Impeuropex Corp., Sas., now Playtime, Sas., based at Latina, Italy. According to sources in Italy, four Mortal Kombat (Midway) boards were discovered, being the subject of a report received from the Central Command of the Tax Police in Rome. The search is believed to have uncovered a further 1,329 video game boards which were placed under preliminary sequester pending closer analysis. A complaint against the administrator of the company has been filed.

The technical analysis of the material was performed with the assistance of Vincent Gambino, an auxiliary judicial police offer, who is a consultant for Capcom, Japan. Mr Gambino is the European liaison officer for the Anti-Counterfeiting Advisory Group based in Rome.

164 counterfeit PCBs were identified as a result of the raid, the market value of which is considered to be around 100 million lire. The decoded software was changed in presentation to Spanish and Italian and sold on the black market to Korean or Taiwanese companies for about 700 million lire (US\$420,000).

On March 17, 1994 Captain Sergio Leuci, Commander of the Central Tax Police advised the Commander in Rimini where the Enada show was taking place, to undertake an inspection which resulted in the seizure of other materials which are currently being analysed.

## Special Release Announced

A Special Collectors' Edition of the all time best selling pinball, Addams Family, has recently been released - complete with a sequentially numbered plaque on the front of each cabinet. Gold Edition updates include a buy-in feature along with several changes in gameplay and speech.

Visual touches include gold cabinet artwork, gold side armour and gold front hand protector. Inside the game, the bookcase and thing's box have been redone in gold plastic. It's kooky, spooky, ooky - and now worth its weight in gold!

# INTERNATIONAL NEWS

Advisory Group) co-operated with the led to the searching of the premises of Barcelona, Spain. Complaints were filed

## HONG KONG

Warnings about access to arcades are now being broadcast on Hong Kong's most popular television channels. These warnings inform the public that there are strict rules about which type of arcade children may enter. There are those for over 16s and those for under 16s. Anyone taking a children under 16 into the more senior category risks a fine of HK\$50,000 (US\$7,000).

The rules came into effect on December 1, 1993 and now all video games are categorised by the Television Entertainment Licensing Authority, which has responsibility for arcades and issues licences not only for the centres themselves, but also for the games which go into them. A game which is judged too violent is not given a rating and therefore is not allowed into the colony at all. Otherwise it is licensed for either type of establishment.

## Sega to Develop 32 Bit

Sega announced early this year a tie-up with Microsoft, the leading computer software manufacturer, for the development of Sega's next generation 32-bit game machine.

Under terms of the agreement, Microsoft will provide and develop a new operating system for Sega's new Saturn hardware. In return, Sega will adapt their consumer game software for the Microsoft Windows format so it can be used with the PC. The Saturn comes with a 32-bit MPU and 64-bit microcomputer.

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**GAMEMASTERS**

### Namco Halts Consumer Hardware Project

Namco has decided to halt work for at least ten years on the development of a consumer market game platform.

Competition in the hardware market has grown increasingly complicated and intense over the past year, with the entry of a number of companies not traditionally a part of the game industry, including Sony, Matsushita and Sanyo. Nintendo, Sega and bit market player NEC (the DUO platform) stand as the major players with Atari, SNK and newcomer 3DO hoping to gain a share of the market.

Given the importance of software, Namco has decided to concentrate on developing good software. The focus of their efforts will be on exploiting the capabilities of advanced computer graphics technology employed on their commercial equipment.

Namco also plans to develop interactive movie software by using the assets of Nikkatsu, a softcore pornography and action film production company that Namco acquired when it went bankrupt last summer.

### Virtual Loss -

#### but Waldern optimistic about future

Virtuality Group, the designer and manufacturer of virtual reality games, which launched its second series of games at this year's ATEI show in January, is planning to treble its development spending this year to take advantage of the potential market for domestic games.

The company's founder and Managing Director, Jon Waldern, speaking in London last week, warned that the increased investment would mean continued losses for the company, which announced a pre-tax loss of £365,000 for the year to the end of December.

He went on to explain that the next generation of home computer games machines, which would be able to run virtual reality software, were being developed more quickly than had previously been expected and were now forecast to reach the market by the beginning of next year.

In line with the strategy of generating revenue through the licensing of intellectual copyright, Virtuality this year signed an agreement with Sega to develop operating system software and at least one VR game for use with Sega hardware as an arcade product. Sales of these are expected to begin before the end of this year.

Virtuality currently has 13 arcade games which could be transferred for home use, but Mr Waldern was at pains to point out that the further development of arcade games would continue at the same time.

"We see the two formats existing together quite comfortably," he claimed. "People will always want to go into the arcades to play bigger and better versions of what they have at home and in the future there is also the possibility of linking games in many different locations to play through a virtual reality network."

He also mentioned the possibilities that exist for the use of VR technology among industries other than leisure and entertainment.

The second generation machines launched at the ATEI incorporate better graphics and lighter headsets. They are also now 30 per cent cheaper than earlier models at around £20,000 each.

Reaction from the trade had been even better than expected, with sales so far up 50 percent on last year. Early UK customers have included BLMS, part of the Bass Group and Rank Amusements Ltd. On the international market there has been an order from Blockbuster Entertainment Corporation of the US for its family entertainment centres, while in Japan Virtuality has delivered units to MCA for use with underwater game software at its Wakayama theme park. Following a successful trail in Berlin, Cyberspace GmbH has placed a large order for equipment to be incorporated in its chain of Virtuality Cafes.

The company's strategy is to establish a network of VR centres which will then form a steady market into which to sell its new games and upgraded software. Mr Waldern explained: "This is a high margin business with a lot of profit in selling our software. It's also a high margin business for operators, for the software which can effectively transform a machine into a new experience for the player is around £5,000, compared to £20,000 for the machine itself."

Despite his earlier warning of continued losses in the short term, Mr Waldern was optimistic about the long-term future of his company. "We have the technology and products to maintain our leadership of the global VR market. Although the planned increase of up to £2m in development expenditure could lead to a loss this year, we believe that this will accelerate growth and ensure long-term success."



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parts are depicted with life-like realism. Some new mechanical features realistically simulate the sensations of drifting, actual steering weight, and kickback.

Jurassic Park will be configured as a two-player cabinet in the sitdown version. This exciting new game takes you to a Costa Rican island called Nebluar, where genetically recreated dinosaurs have gone on a rampage. Your mission is to shoot the wild beasts with a tranquilizer gun, reactivate the security system and get out alive. You'll hear dinosaur sounds and see dinosaur graphics from the Universal motion picture. The motion-based seating system responds realistically to dinosaur attacks and course movements. If the realism were any greater, you'd be a prehistoric lunch!

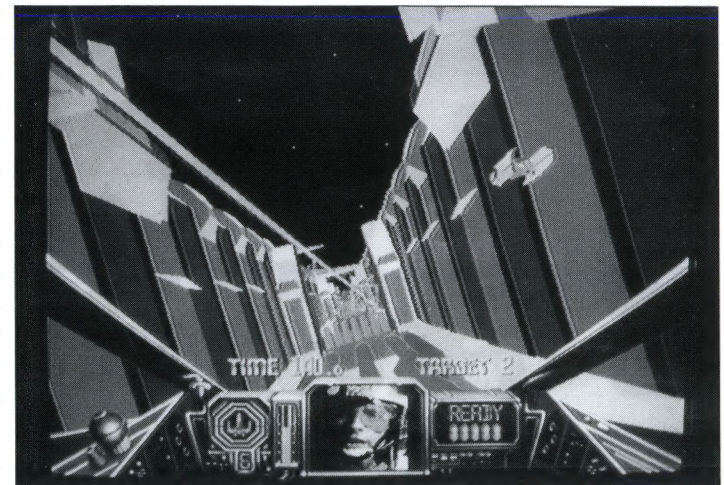
Star Wars is a one or two-player game with 50" monitor. Its 3D computer graphics are on the same order as Virtua Racing (that means 180,000 polygons per second, thanks to Sega's Model 1 CG board). A "VR" button alternates two different perspectives. Two players can be pilot and gunner, or one player can do both jobs on an alternating basis in the one-player mode.

Players will



recognise all their favourite characters from the hit motion picture as they take the part of a Jedi Knight ... and take the controls of an X-wing fighter to do battle with the evil forces of the Empire. Players can attack key strongholds and enemy ships with laser beams and torpedo buttons. A throttle lever controls speed.

With this slate of products, Sega has truly taken video to "the next level" .. and now arcade players will have a chance to see what hi-tech is really all about.





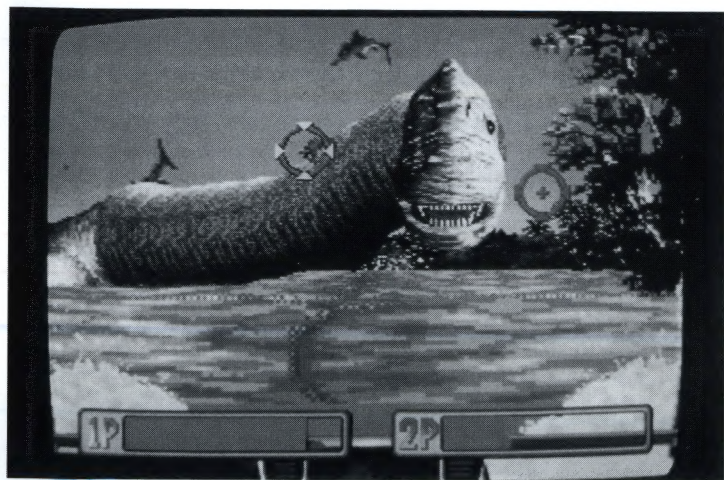
# SEGA DRAWS 3 ACES



*Courtesy RePlay*

Sega recently debuted three new games featuring hi-tech computer graphics that are so gorgeous, you could practically hang the screen shots on your wall as artwork. The three new titles are a racing simulator Daytona ... Jurassic Park, a shooting-driving game based on the hit movie ... and Star Wars, a sci-fi action game that lets you experience the wild finale of that hit movie, firsthand.

We're serious about the outstanding level of visual quality. Sega's been "teasing" tradsters with videotape previews of its racing simulator for over a year now, and based on the previews we can report the graphics are mindblowing, eye-dazzling, "knock-your-socks-off" beautiful. The real-time computer graphics with texture mapping looks almost like motion picture photography. Except you can control the images! We gather from



the Sega folks that their other two new games are equally stunning. If so, Sega's living up to its corporate slogan about "seizing the next level", because they're really taking coin-op to the next level of simulation excellence.

This driver offers three race courses: the actual Daytona Beach, Fl. oval racetrack for beginners; a "Grand Canyon" course for intermediate players; and a "Seaside" course for experts. Action begins with scores of eye-catching, colourful cars roaring off in double file column into a 250 mph contest. Up to eight players can interact on the course, with a high quality 50" monitor broadcasting every move.

Thanks to texture-mapping technology, the game offers nearly photo-realistic 3D graphics. A "virtual reality" button allows you to alternate four different visual perspectives, and you'll even see scenery in the rear view mirror! The 3D

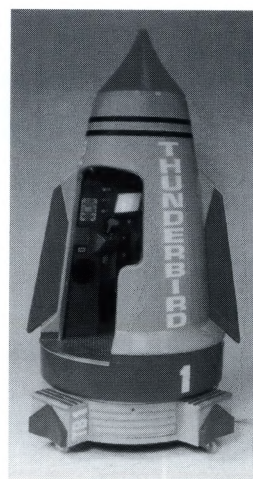
world of the race actually "exists" inside the computer memory, so you're free to drive anywhere. You can even use the "opposite direction" feature to turn your car around 180 degrees, then watch opponents scream past you at ultra high speed! Imagine a collision where fluttering flags, rolling cars and scattering



CMS of the UK has the new Badge vendor on the market. It gives the player a badge or pin, vended to the accompaniment of music. The badges are made in sets which are very collectible and it is anticipated that an enthusiastic market will develop in exchanging the badges.

Thunderbirds are go! This new range of kiddie rides from R.G. Mitchell Ltd., takes its theme from the TV series of the same name. Thunderbird 2 incorporates that digitised voice of pilot Virgil Tracy from the original

Thunderbirds sound track. Thunderbird 1 has been designed for locations with limited floor space. This unit features the voice of its pilot, Scott Tracey and has a full soundtrack and rolling screen action.



YPEX Kiddie Rides, the Dutch former operator that has now moved into manufacture, showed a comprehensive range of its equipment at Germany's Ima show.

These include the Quad Bike and the Ferrari, both of which have their speeds controlled by the riders themselves. Sound effects, as with the company's mini-carousel ride, are said to be of CD quality and all the rides also have the capability to be programmed with customers' own messages, turning them into valuable additional marketing tools.



Just Kiddies Rides Inc., US has launched its latest range of kiddie rides based on the characters of Hanna-Barbera's popular cartoon The Flintstones. There are three colourful new rides; Fred Flintstone's family vehicle, Fred Flintstone's family vehicle, Flintmobile; Barney Rubble's family vehicle, Loggin Continental; and the purple dinosaur, Dino. This is the first time Hanna-Barbera has consented to the licensing of its characters and Just Kiddie Rides Inc holds exclusive rights.





# MORTAL KOMBAT II



## MORTAL KOMBAT II – THE SECRET MOVES

**Definitions:** HP - High Punch LP - Low Punch B - Block HK - High Kick LK - Low Kick

**All moves facing right**

### BARAKA

- Blade Fury : two back - LP
- Poison Blade : quarter - circle away - HP
- Blade Swipe : back + HP
- Blade Spin : Tap Block repeatedly
- Fatalities : three back - HP (get close to victim)  
back - forward - down - forward - LP

### JAX

- Ground Smash : hold LK then release
- Grab and Pound : two forward - LP
- Energy Bolt : quarter-circle away - HK
- Fatality : hold LP then tap forward and release  
(need to get in close for this one)
- Fatality 2 : down - forward - back - HK

### JOHNNY CAGE

- Low Green Bolt : quarter-circle towards - LP
- High Green Bolt : quarter-circle away - HP
- Slow Kick : back - forward - LK
- Slow Uppercut : back - down - back - HP
- Ball Breaker : LP + B
- Fatality : down - down - forward - forward - LP (I put the  
shortest in, some people do it with 3 or 4 downs)
- Fatality 2 : forward - forward - down - down - LP

### KITANA

- Fan Throw : two forward - HP + LP (can be done in air)
- Fan Swipe : back + HP
- Fan Freeze : three back - HP
- Air Attack : reverse quarter-circle away - HP

### KUNG LAO

- Hat Throw : back - forward - LP
- Ground Teleport : down - up
- Whirlwind Spin : hold block - up - up - LK
- Fatalities : forward - forward - forward - LK

### LIU KANG

- Standard Fireball : two forward - HP (can be done in air)
- Crouching Fireball : two forward - LP
- Flying Kick : two forward - HK
- Bicycle Kick : LK - LP hold let go
- Fatalities : down - forward - back - back - HK



### MALEENA

- Throwing Sais : hold HP and release (can be done in air)
- Ground Teleport : forward - back - LK
- Sai Swipe : back + HP
- Fatality : forward - back - forward - LP

### RAIDEN

- Body Launch : two back - forward (can be done in air)
- Lightning : quarter-circle towards - LP
- Teleport : down - up
- Electrocution : hold HP and release

### REPTILE

- Acid Spit : two forward - HP
- Force Ball : two back - HP + LP
- Invisibility : hold B + up - up - down + HF
- Fatalities : back - back - down - LP

### SCORPION

- The Spear : two back - LP
- Teleport Punch : quarter-circle away - HP (can be done in air)
- Leg Throw : quarter-circle away - LK
- Air Throw : BLOCK - LK (in air with no punch or kicks)
- Fatality : BLOCK - up - up - HP

### SHANG TSUNG

- 1 Flaming Skull : two back - HP
- 2 Flaming Skulls : two back - one forward - HP
- 3 Flaming Skulls : two back - two forward - HP

### MORPHS

- Kung Lao : back - down - back HK
- Liu Kang : back - forward - forward B
- Johnny Cage : back - back - down - LP
- Reptile : hold B - up - down - HP
- Sub-Zero : forward - down - forward - HP
- Kitana : tap B three times
- Jax : back - quarter-circle away - HK
- Maleena : Hold HP then release
- Baraka : down - down - LK
- Scorpion : hold B + two up
- Raiden : forward - quarter circle towards - LK

### SUB-ZERO

- Ground Freeze : quarter-circle away - LK
  - Ice Ball : quarter-circle towards - LP
  - Slide : back + LP + B + LK (All Three)
- (99 per cent of these secret moves have been confirmed.)

JASON STALLION, DAMIEN VAN DEN BERG, GREG THOMPSON, COLIN WILLIAMSON

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